

INSTRUCTION MANUAL

SEGA
GENESIS
16 BIT CARTRIDGE

OFFICIAL

SEGA

SEAL OF
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ATOMIC
RUNNER™

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IMPORTANT: Before You Start

Make sure to carefully read through this game manual to become familiar with the Atomic Runner's game controls and options. Remember to keep your manual in a safe place for future reference.

HANDLING THE SEGA GENESIS CARTRIDGE

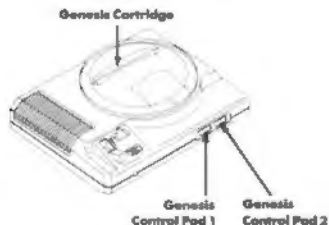
- The Sega Genesis Cartridge is intended for use exclusively with the Sega Genesis System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

LOADING INSTRUCTIONS

1. Make sure the power switch is OFF.
2. Insert the *Atomic Runner* cartridge in the Genesis System by following the instructions in the GENESIS SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, re-check the cartridge insertion.

IMPORTANT: Always make sure that the system is turned OFF when inserting or removing your Genesis Cartridge.



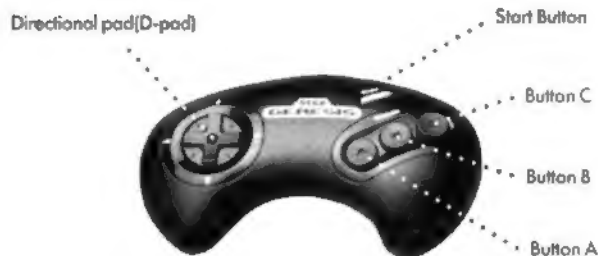
BACKGROUND

Suddenly one day, without warning, a barrage of alien ships began falling from the sky. A full-out invasion on planet Earth had begun. People ran for cover as the gigantic ships slammed onto the surface like bombs hitting their targets. From the enormous ships alien creatures emerged, mercilessly capturing humans by the thousands. The nations of Earth were falling with no known defense against the alien invaders.

Just as the planetary assault had begun, Chelnov and his father found shelter in their underground laboratory. With his last dying breath, Chelnov's father unveiled the mystery of the Atomic Suit. He explained that the technology was discovered buried deep within an ancient pyramid in Egypt. A large scroll cryptically depicted the design of the Atomic Suit. "The aliens built these suits to give the pharaohs super-human powers." His father explained. "It was obvious that these creatures had been here before and now they've returned to reclaim the Earth as their own..." Chelnov knew he had to fight fire with fire. The suit was the only way to rid the Earth of this extraterrestrial scum. He knew as the "Atomic Runner" he was the last hope for a dying world.

TAKE CONTROL

Make sure you recognize the buttons on your Genesis control pad. They are shown below:



GAME OPTIONS

Before you begin play, you may want to customize the standard game settings.

At the title screen press the D-pad down to select "OPTIONS" and press start.

The following is a list of your game options. You can change many functions of the game including which buttons will control the Atomic Runner's moves and how many times you can continue. Press the D-pad up or down to select the option you wish to change and left or right to cycle through the different choices.

LEVEL: This sets the level of difficulty of the game. Choose Normal, Easy, or Hard.

PLAYER: This is the number of lives you have before you will be asked to continue. Choose either 3 or 5 lives.

CONTINUE: This is how many times you will be allowed to continue before the game is over. The maximum is 15 times.

RAPID SHOOT: When ON you will continue firing as long as you hold the fire button down.

RAPID JUMP: When ON your character will repeatedly jump as long as the jump button is held down.

TRIGGER: The Trigger menu allows you to customize the Genesis controller. There are three different Types you can select from. (Press LEFT or RIGHT on the D-PAD to select between the different Types).

Type 1 allows you to control shooting and jumping with a button press only. Changing the direction the Atomic Runner is facing is controlled with the D-Pad and an additional button. For example, Type 1-1 allows you to jump with the A button, shoot with the B button, and change direction by holding down the C button and pressing LEFT or RIGHT on the D-Pad.

Type 2 allows you to control the shooting, jumping and changing of direction with buttons only. Running is controlled with the D-Pad. For example, Type 2-1 allows you to shoot with the A button, jump with the B button, and change the direction the Atomic Runner is facing with the C button.

Type 3 is a combination of Types 1 and 2. In Type 3-1, for example, the C button makes the Atomic Runner face right and shoot, and the A button makes him face left and shoot. Jumping is controlled with the B button. Pressing RIGHT on the D-Pad makes the Atomic Runner run faster and pressing LEFT makes him stop.

SOUND TEST: This option allows you to cycle through and play the game's music and sound effects. Press the A button to play your selection.

POWER-UPS

At the beginning of each new life, your character is weak both in power and destructive ability. Along your way you can collect power-up's that will increase your shooting range, bullet speed, bullet size/destruction power, jumping height, and rapid-fire speed. Power-ups can be collected by shooting some aliens that carry items or by shooting burning torches. Each power-up can be increased up to three times. Note that collecting a blinking power-up item will increase your energy to maximum.

Can increase jumping height up to two times.



Yellow UP: Increase shooting range and bullet speed.

Red UP: Increase bullet size and destruction power.

Blue UP: Increase bullet count and rapid-fire ability.

SCORE

You can increase your score by collecting value coins. Coins can be found in the same manner as power-up items.

Collecting this coin is worth 2000 points.



Collecting this super coin is worth 5000 points.

WEAPONS

You can collect different weapons by picking up “new weapon” items along your way.

Laser (Standard Weapon): Laser has rapid-fire ability, excellent range and is fairly powerful, but it has a limited damage zone.



Boomerang: Acts like a standard boomerang. Easy to use, and rapid firing. Range is slightly limited.

Light Ring: This weapon sends out destructive bands of light. You can increase the number of rings the gun will fire by getting power-up items. Attack-zone is large, but re-charge time is slow.



Spiked Balls: The strongest and fastest of all weapons with great destructive power. Range is the shortest.

Morning Star: Anywhere from 4-5 iron spheres will spin forth. Speed is slow, but its rapid-fire ability combined with its destructive range make it a formidable weapon. You must be sufficiently powered up to use this weapon effectively.



Homing Missile: Automatically locks onto and destroys enemies. Missiles have good range and can be rapidly fired, but destructive capability is weak.

INTRUDER ALERT!

The alien invasion has learned of your attempt to re-take control of Earth and will stop at nothing to defeat you. So remember, your not out jogging just for your health! You'll contend with wave after wave of bizarre creatures most of which are fully armed with super-advanced weaponry.

Here are the enemies you'll battle with:

Rim-Bee: This armored flying insect can do more than just buzz in your ear. It can also fire photon bombs! It'll take good aim to swat this bug.



Masked-shell: Even though he's out to skewer you, he's no match for your energy weapons.

Flame Derrick: These small booby traps sit stationary on the ground. Some will even blast flames and roll after you.



Aracknaskull: These strange creatures will appear in every level. They carry valuable power-ups and special weapons that will help you greatly on your adventure. Be sure not to touch them and be wary of Aracknaskulls armed with plasma guns in later levels.

Seizer: Reaching for a handout, don't mistake its wave as friendly. In fact you'll die if this guy gives you a hand.



Ridley: An intelligent humanoid constantly scanning for humans. Once alerted he'll rush and fire at you. Watch your back!

Jetvark: This strange creature will loom near the ceiling using reactor jets to keep it stabilized. If you spot it, kill it. If you fail, it will dive and fire at you.



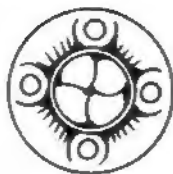
Armored Dilo: Roaming along the ground, you must kneel down and shoot to eliminate them.

Betie: This fully mechanized bird was constructed to swoop down and destroy. Be prepared for its stealthy attack.



Sho-Fe: These insect-like aliens are very dangerous and often travel in groups. As they approach they will launch their shield at you. If your on level ground, try a kneel and shoot technique to defeat them.

Hover Shield: A standard alien device of protection that can either help or hinder you. They're deadly to the touch, but jumping on a Hover Shield will not harm you.



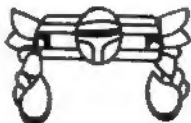
Trilobite: These strange creatures travel together. They won't fire on you but you'll need to blast through their echelon barricades.

War-dan: This alien will cling to the rafters and hurl deadly stones at you. If you fail to spot him, he'll drop and chase after you.

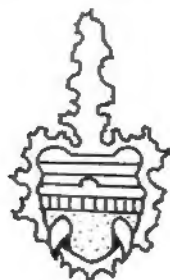
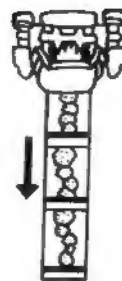


Picoz: Like small homing missiles these weapons seek to demolish you. Their sporadic movements make them extremely unpredictable.

Levatron: This device hovers on screen waiting for you to pass underneath. Once it detects your movements, it will drop to the ground and mobilize itself after you.

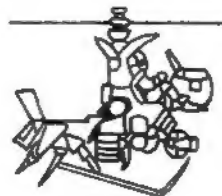


Khanveyor: This machine will automatically extend a deadly pole to block your path. You'll need to eliminate it to clear a safe passage.



D-Generator: Powered by an electro-magnetic force field, keep clear of its lethal drill head. The electricity will not kill you but it may make your hair stand on end.

Ra-bot: What a dirty alien trick. This guy thinks his disguise will fool you into thinking he's harmless. HE'S NOT! Watch for his incredibly quick assaults.



Killer Blade: This extraterrestrial air machine means business. Not only will it fire on you from the sky, it's capable of parachuting down one Ridley.

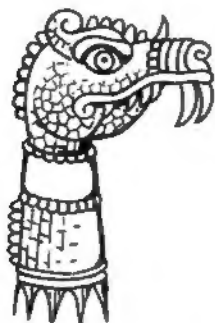
Heavy-Vader: The main hub of this powerful device is indestructible. If you destroy its spinning threaded boom the hub will fall to the ground.



MID-STAGE BOSSES

These enemies will appear toward the middle of different stages. They are much more powerful than the standard aliens you'll encounter so use caution when you attempt to eliminate them.

Heavy Talon: This creature will attempt to obstruct your passage through this strange land. Use caution because the Talon is escorted by multiple flying drones. It's whole body is susceptible to damage but indestructible Hover Shields protect it.



Granite Serpent: This alien will raise its head from the murky waters and try to overtake you. Shoot anywhere.

Air Drone: This fire-breathing creature will fly by in waves and is very dangerous. Aim for its head in order to destroy it.



FINAL STAGE BOSSES

At the end of each stage you will encounter an alien being much more powerful than the rest. You will need to defeat this "boss" before you can progress to the next stage.

Here's the mega-challenging stage bosses:

Stage 1: Wall Dragon: Lunges at you from its hiding place in the wall. Shoot for his head.



Stage 2: Brass Idol: Heavy as solid lead, he'll jump side to side trying to crush you. Aim for his bloodshot eyes.

Stage 3: Drop Ship: This giant alien craft will fire in multiple directions and is even armed with homing missiles. Be wary of aliens parachuting from the craft. The whole body is susceptible to damage.

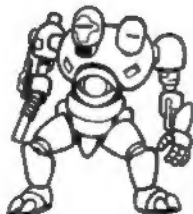


Stage 4: Mojo Idol: Similar but much more powerful than the brass idol. Shoot at his rocket powered head.



Stage 5: Terrordactyl: His feathers won't kill you but the rocks he blows off of the cavern walls will. Be sure to jump at his lethal lunge. His chest is his weak point.

Stage 6: MAD-roid: Mechanized Alien Destructo android. Shoot his eyeball even when his body decides to shatter.



Stage 7: Prepare for a wild ride through the streets of New York toward a final battle high atop the Statue of Liberty!

STAGES

Here's your path to victory. Stay sharp along the way and remember—anything can happen!

Stage One: "Atomic Laboratory"

Your suit is fully charged as you break through your "atomic charging sphere." Your adventure has just begun.

Stage Two: "Mutant Plant Zone"

Your skills improve as you blaze a path through this alien infested cavern.

Stage Three: "Mayan Jungle"

One of the aliens main bases. Bash through the resistance on your way to confront the Drop Ship.

Stage Four: "Egyptian Desert"

Racing pyramids in the background are like a picture perfect postcard. Don't take the time to enjoy the view though, the heat is definitely on.

Stage Five: "Treasure Room"

Tiled with a billion dollars in gold, you would trade it all for a good size nuke. Instead you'll have to use the weapons you have to fight past the barrage of ET's.

Stage Six: "Siberian Snowland"

Gothic spires loom in an eastern block wasteland.

Stage Seven: "New York"

You see glass "stasis" tubes on the walls. They look like they hold some type of alien embryos. This situation is a lot worse than you thought! Near the end of this stage you'll meet the man in charge of this brutal assault on planet Earth. Hmmm, strangely enough, he looks human....

Good Luck Atomic Runner!



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